RVIM Bangalore Comic Con 2025- Activation

Date: 15-12-2025	**Venue: Seminar Hall, RVIM, Bangalore.**
Time: 9 am to 10am & 10.30-11.30am	**Faculty Coordinators: Prof. Anitha BM D'Silva**
No. of Participants: 300	**Event Coordinators: Tejashwini.H.N, Shashank Managuli, Ullas, Prerana.**
Target students: 1st and 3rd semester	**Resource person:** Mr. Koushik, T, Team leader

The Bangalore Comic Con Campus Activation was conducted to engage students through fun, interactive activities while creating awareness about Bangalore Comic Con. As part of the activation, free entry passes worth ₹999 were given away to winners, making the event highly attractive and participative. The activation successfully combined entertainment, competition, and brand promotion.

The objectives of the event were:

1. To create awareness about Bangalore Comic Con among college students
2. To increase excitement and curiosity around pop culture, comics, anime, gaming, and fandoms.
3. To drive student engagement through interactive and gamified rounds.
4. To reward winners with free Comic Con passes worth ₹999.
5. To build a positive brand recall for Bangalore Comic Con within the campus.

Event Highlights

1. Active Student Participation: Nearly 80 students actively participated activation in 2025, forming diverse teams and showcasing a high level of enthusiasm and commitment throughout the event.
2. Attractive giveaway of Comic Con passes worth ₹999 significantly boosted interest.
   The activation was conducted in two sessions to accommodate more participants.
   Session 1: 12 winners were selected.
   Interactive and well-structured rounds kept the energy levels high.
3. Balanced mix of knowledge-based, creative, and luck-based activities.

Learning Outcomes

Gained practical experience in event planning and execution. Improved skills in crowd engagement and communication. Learned how gamification can increase participation and

brand visibility. Understood the importance of structuring rounds to maintain audience interest.

Developed teamwork, coordination, and time-management skills.

Conclusion

The Bangalore Comic Con Campus Activation was successfully executed and achieved its objectives of engagement, awareness, and excitement. The innovative rounds and valuable giveaways ensured strong participation and positive feedback from students. Overall, the activation effectively promoted Bangalore Comic Con while providing an enjoyable and memorable experience for participants, making it a successful campus engagement initiative.

PHOTO GALLERY:

Pic 1



Pic 2



Pic 3



Pic 4

RVIM JAYANAGAR

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